

*Literacy Tips
Week 6, Term 2
2006*

Grammar Games

(First Steps Writing Resource Book, Education Department of Western Australia, Heinemann, 1994)

1. Controlled Cloze

Eliminate a particular word from a demonstration sentence. Ask students to suggest words that might fit teaching mini-lessons on parts of speech.

Example: The strawberries _____ ripe when they turn a bright red color.

2. Crazy Cloze

This is patterned after the idea of Mad Libs. Find a selection delete all the adjectives (or any other part of speech). Ask the students on notebook paper to generate the same number of adjectives on their own. display the selection on the overhead with the adjectives missing and let partners read through the selection substituting in order the adjectives that have been generated. This should create a humorous and silly selection.

The next obvious step is to now let the student pairs create sensible adjectives that would fit into the selection based on the passage's meaning.

3. Coffee Pot

Send one member of the class out to the hallway while the class selects a verb. For example, the nominated verb could be "laugh." When the student returns to the classroom, he/she must ask questions to identify the verb; they do this by substituting "coffee pot" for the unknown verb.

Example: "Do dogs coffee pot?"

The reply would be no because dogs do not laugh.

4. Name Game

Introduce the sentence pattern proper noun - verb - adverb. Carol creeps carefully is an example. Have player one say a proper noun like "Dan." Player two would have to add on the verb which also begins with "d." Perhaps player two says "drives." Player three must now provide an adverb like "dangerously." If player three cannot figure out a word, then he/she is eliminated. Go on to the next player to provide that word.

Will the class accept "Frank photographs furiously?"

Does the sentence have to make sense?
Is it possible to have a verb that can't be followed by an adverb?

5. Alphabet Loop

An adaptation of the Name Game is to allow any sentence structure as long as the words of the sentence follow each letter of the alphabet.

Example: All black cats drink egg flips.

This game will make student's consider alternatives for sentence beginnings and will get them discussing what constitutes a sentence.

6. Semantic Grid

Use this organizer to review the parts of speech on any piece of literature. This activity will also be an effective comprehension strategy. For example, if the students read an expository piece of text dealing with health, have them complete the grid finding nouns, adjectives, and verbs from the text or their own background knowledge. They must fill in every square.

(See example on next page.)

	H	E	A	L	T	H
Noun	heart			lungs		
Verb		eat				
Adjective			active			